

---

Subject: Target Aim Lasers [help]

Posted by [Samous Mods](#) on Thu, 17 Apr 2008 06:33:29 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

i just want to know its dds (with alpha) or tga? or maybe its script and not possible to modify this lines like all other dds/tga textures?

---

---

Subject: Re: Target Aim Lasers [help]

Posted by [Oblivion165](#) on Thu, 17 Apr 2008 06:48:07 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

I'm pretty sure that those are drawn by the engine and don't have a texture source, maybe wrong but I personally have never come across it.

---

---

Subject: Re: Target Aim Lasers [help]

Posted by [Jerad2142](#) on Thu, 17 Apr 2008 13:35:17 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

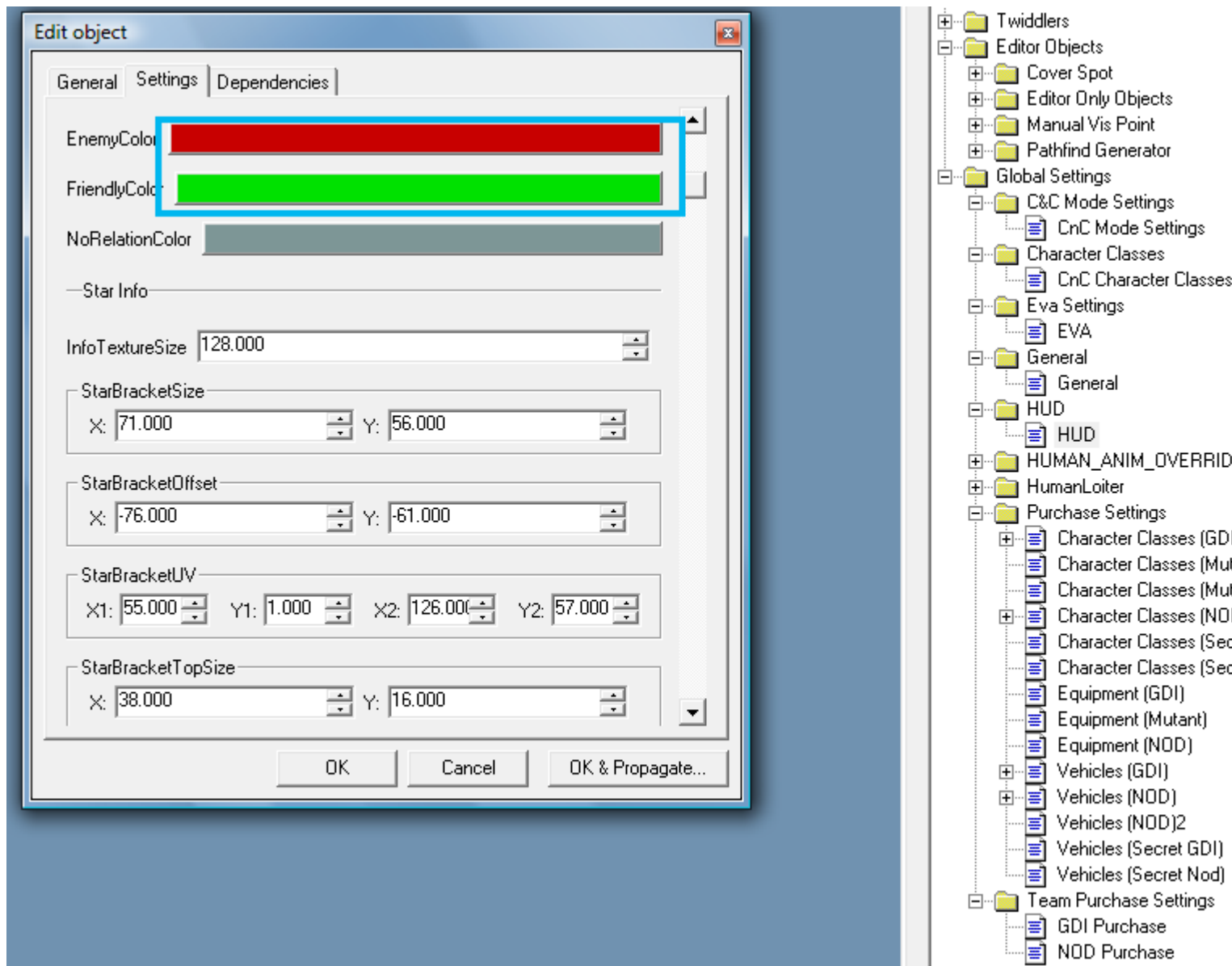
If you just wanna recolor it try changing these two settings:

---

#### File Attachments

1) [try.png](#), downloaded 339 times

---



---

Subject: Re: Target Aim Lasers [help]

Posted by [Samous Mods](#) on Thu, 17 Apr 2008 14:14:01 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Jerad Gray wrote on Thu, 17 April 2008 08:35 If you just wanna recolor it try changing these two settings:

no i want change 'bone' itself (convert few cool rims from Kane's Wrath) just recoloring-> not interesting

---

Subject: Re: Target Aim Lasers [help]  
Posted by [The Executor](#) on Fri, 18 Apr 2008 12:40:57 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

He wants to change the shape, so it forms like a circle or whatever instead of a square.

---

---

Subject: Re: Target Aim Lasers [help]  
Posted by [danpaul88](#) on Fri, 18 Apr 2008 13:54:27 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

We know, and as has been mentioned before, you can't. It's a hardcoded part of the engine.

Disclaimer: And before people start going on about 'you can if you hex edit this and hook that etc' I am talking about the normal methods such as model replacement and texture replacement etc. Of course it's (probably) possible with some code hooking and such if you have the skill and patience to do that.

---

---

Subject: Re: Target Aim Lasers [help]  
Posted by [Samous Mods](#) on Fri, 18 Apr 2008 15:49:07 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

danpaul88 wrote on Fri, 18 April 2008 08:54We know, and as has been mentioned before, you can't. It's a hardcoded part of the engine.

Disclaimer: And before people start going on about 'you can if you hex edit this and hook that etc' I am talking about the normal methods such as model replacement and texture replacement etc. Of course it's (probably) possible with some code hooking and such if you have the skill and patience to do that.

ok them , very sad, i just trying to improve damn ren engine a little  
and yes, i talked about "texture replacement"

---

---

Subject: Re: Target Aim Lasers [help]  
Posted by [The Executor](#) on Fri, 18 Apr 2008 15:57:32 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

you from russia, because at first look at thought you were from france. Wow danpaul that disclaimer hurts my eyes.

---

---

Subject: Re: Target Aim Lasers [help]

Posted by [Samous Mods](#) on Sat, 19 Apr 2008 08:55:49 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

MSwindows wrote on Fri, 18 April 2008 17:57 you from russia, because at first look at thought you were from france. Wow danpaul that disclaimer hurts my eyes.

Offical [DWC] DW CTF/Co-op/C&C Moderator

---